Country					Points	Country				l	oints	Country					Point
Barbed Wire 5				Minefield 12			12	Pillbox	(6				
Obstacle	- 1939					Obstacle -	1939					Obstacle	- 1939				
	1 - 6	Target	0-1	2-4	5-8			Target	0-1	2-4	5-8	l	l = 6	Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-		-	Vehicle	-	-	-	-	-	Vehicle	-	-	-
Rules:						Rules:				Rules:							
Infantry units may only enter a hex					:	Anytin	ne a non-	Aircraft ι	ınit er	iters	a	Infantry units in a hex with a Pillbox					
with Barbed Wire if they roll a 4+						hex with Minefield, roll a d6. On a 3+				gain +	1 defense	die.					
move	ment roll.					the unit suffers 1 damage. On a 5+ the				the							
							ıffers 2 da	_									
						happe	ns to bot	h friend a	and fo	e.							
Set	D	arity		N	umber	Set	Р	arity		N	umber	Set	D	arity		N	umbe
Name		ating		IV	#/#	Name		ating		14	#/#	Name		ating		14	#/
Country					Points	Country					Points	Country					Point
•	Obstacle				5		uartarc				-	Fuel D	enet				-
Obstacle					,	Headquarters - Objective Marker - 1939					Marker - 19	39					
0 20 100.0	2000	Target	0-1	2-4	5-8	o o je o ti.v o		Target	0-1	2-4	5-8	0.0,000.70		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	-	ı	-	Speed	Defense	Infantry	-	-	-
Speed			-	-	-	-	-	Vehicle					_	Vehicle	-	-	-
-	-	Vehicle		<u> </u>					-	-	-		_	vernere			
-	-	Vehicle	1	I		Rules		I	-	-	-	Rules		Vernere	<u> </u>		
- Rules:	- les may or		a hex	with	а	Rules:	Officer mo	ndel in th	<u> </u>			Rules:	ehicle tha		ends	or	
- Rules: Vehicl	les may or	nly enter			а	Each C	Officer mo		is hex	gains	;	Any Ve	ehicle tha	t starts, e			d
- Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Ve	s through	t starts, e	gains	Spee	d
- Rules: Vehicl Tank (-	nly enter			а	Each C	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
Rules: Vehicl Tank (Obstacle if	nly enter			a	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if	nly enter			a	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if	nly enter			а	Each C Initiati	ve +# x2		is hex	gains	;	Any Vo	s through d may rero	t starts, e this hex oll mover	gains ment	Spee	d
- Rules: Vehicl Tank (Obstacle if ment roll.	nly enter			a umber #/#	Each C Initiati	ve +# x2 ve +#.		is hex	gains r norr	;	Any Vo	s through d may rero he end of	t starts, e this hex oll mover	gains ment	Spee rolls	d d umbe #/i

Country	Points
Ammo Dumn	_

Ammo Dump Objective Marker - 1939

bjective ivialite	1555			
	Target	0-1	2-4	5-

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-

Rules:

One unit in this hex may reroll 1s on their attack dice. This reroll cannot trigger additional rerolls, or allow a die that has already been rerolled to be rerolled again.

Set	Rarity	Number
Name	Rating	#/#